

AMENDMENTS TO THE CLAIMS:

This listing of claims will replace all prior versions, and listing, of claims in the application:

Listing of Claims:

1. **(Previously Presented)** A method of editing objects displayed on a video display by a
2 computer system, the method comprising:

3 detecting by an application running in the computer system an edit operation request for
4 an object displayed on the video display by the computer system associated with said
application;

5 sending, by said application, one or more parameters associated with said edit operation
request to an abstraction layer via an interface provided by said abstraction layer to initiate
8 editing of said object by said abstraction layer;

9 receiving by said abstraction layer said one or more parameters associated with said edit
10 operation request;

11 determining by said abstraction layer a container type for a container in which said object
12 is displayed;

13 reading by said abstraction layer a set of properties related to said object to be edited;

14 reading by said abstraction layer a set of properties related to said container in which said
object is displayed; and

15 editing said object based on said container type and said one or more parameters
associated with said edit operation request.

2. **(Cancelled)**

3. **(Cancelled)**

4. **(Cancelled)**

5. (Cancelled)

6. **(Previously Presented)** The method of claim 1, wherein editing said object comprises
2 modifying a one or more properties of said object.

7. **(Previously Presented)** The method of claim 1, wherein editing said object comprises
2 modifying a one or more properties of said container.

8. **(Previously Presented)** A system for editing objects displayed on a video display
2 comprising:

a processor; and

4 a memory coupled with and readable by the processor and containing instructions
associated with an application that, when executed by the processor, cause the processor to detect
6 an edit operation request for an object displayed on the video display by the computer system
associated with said application, send one or more parameters associated with said edit operation
8 request to an abstraction layer via an interface provided by said abstraction layer to initiate
editing of said object by said abstraction layer causing said abstraction layer to receive said one
10 or more parameters associated with said edit operation request, determine a container type for a
container in which said object is displayed, read a set of properties related to said object to be
12 edited, read a set of properties related to said container in which said object is displayed, and edit
said object based on said container type and said one or more parameters associated with said
14 edit operation request.

9. (Cancelled)

10. (Cancelled)

11. (Cancelled)

12. **(Previously Presented)** The system of claim 8, wherein editing said object
2 comprises modifying a one or more properties of said object.

13. **(Previously Presented)** The system of claim 8, wherein editing said object
2 comprises modifying a one or more properties of said container.

14. **(Previously Presented)** A tangible machine-readable storage medium encoding a computer program of instructions for editing objects displayed on a video display by a computer system, said computer process comprising:

detecting by an application running in the computer system an edit operation request for an object displayed on the video display by the computer system associated with said application;

sending, by said application, one or more parameters associated with said edit operation request to an abstraction layer via an interface provided by said abstraction layer to initiate editing of said object by said abstraction layer;

receiving by said abstraction layer said one or more parameters associated with said edit operation request;

determining by said abstraction layer a container type for a container in which said object is displayed;

reading by said abstraction layer a set of properties related to said object to be edited;

reading by said abstraction layer a set of properties related to said container in which said object is displayed; and

editing said object based on said container type and said one or more parameters associated with said edit operation request.

15. **(Cancelled)**

16. **(Cancelled)**

17. **(Cancelled)**

18. **(Cancelled)**

19. **(Previously Presented)** The tangible machine-readable storage medium of claim 14, wherein editing said object comprises modifying a one or more properties of said object.

20. **(Previously Presented)** The tangible machine-readable storage medium of claim 14, wherein editing said object comprises modifying a one or more properties of said container

21. **(New)** The method of claim 1 further comprising:

2 implementing said abstraction layer as a class, wherein a plurality of applications may
access said interface provided by said abstraction layer to initiate editing of said object by said
4 abstraction layer.

22. (New) The system of claim 8, wherein said abstraction layer is implemented as a
2 class, wherein a plurality of applications may access said interface provided by said abstraction
layer to initiate editing of said object by said abstraction layer.

23. (New) The tangible machine-readable storage medium of claim 14 further
2 comprising:

implementing said abstraction layer as a class, wherein a plurality of applications may
4 access said interface provided by said abstraction layer to initiate editing of said object by said
abstraction layer.

24. (New) The method of claim 1 further comprising:

2 inheriting by said abstraction layer said set of properties related to said object to be edited
and said set of properties related to said container in which said object is displayed.

25. (New) The system of claim 8, wherein said abstraction layer inherits said set of
2 properties related to said object to be edited and said set of properties related to said container in
which said object is displayed.

26. (New) The tangible machine-readable storage medium of claim 14 further
2 comprising:

inheriting by said abstraction layer said set of properties related to said object to be edited
4 and said set of properties related to said container in which said object is displayed.